

ABSTRACT

The electronic game table of the invention may comprise a standard game table, e.g., for poker, incorporating multiple player seats for tournament or side game play. Each player has a display device in front of him/her containing information about the card in pocket. The community cards are displayed in the center of the table on a display device. Each player has a console with control elements, such as buttons, computer mouse, touch screen, etc. for activating means of betting, such as coins, tokens, credit or smart card readers, etc. A function of a dealer is accomplished by a central server, e.g., a random combination generator. For participation in multi table tournaments, e.g., of a poker game, the aforementioned electronic game table is provided with means of interfacing with other tables participating in the tournament via Internet, Intranet, local area network, etc., without participation of a live dealer. In fact, the players that are present at the same table have a feeling or participation in an actual card game since they see each other and may use such moves of a card game as bluffing, psychological interaction, etc.